

The Last Waffle Shop in Barovia

"No Refunds."

A Ravenloft Demiplane and Mini Adventure by
Douglas McLean



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A Ravenloft Demiplane and Mini-Adventure Guide

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Welcome

This document is both a guide to a lesser-known, tiny Demiplane of Dread named **The Last Waffle Shop in Barovia** as well as a series of mini adventures. The Last Waffle Shop is loosely based on the setting of Barovia in Ravenloft, but it can function as its own setting as well and is suitable for any campaign. See *Adventure Hook* section for details.

If the DMs has *Van Richten's Guide to Ravenloft*, this guide will match that format in many respects. However, it will also include 6 “mini-adventures” that are expected to take about 30 minutes to 1 hour each. Players are welcome to as many or as few as they wish.

The theme of The Last Waffle Shop is that of dark comedy, and workplace humor, but with elements of gothic or weird horror as well.

Finally, in order to match players tolerance or aversion to horror, DMs are **highly encouraged** to adjust the setting to make it more enjoyable for players. As the DM, you are welcome to adjust the setting as much as you and the players wish. This guide is more of a template than canon.

Good luck, and try to stay alive. Or at least, try to keep the food down.

The Last Waffle Shop

A forlorn franchise lost within the Domains of Dread...

Darklord: Oleksii, formerly the night manager of a major waffle franchise

Genres: Ghost Story, Humor

Hallmarks: Workplace humor

Mist Talismans: paper plates, disposable forks

In your travels through the Domains of Dread, if you ask the right people, or consult eldritch sources, they will tell you the following tale concerning a waffle shop said to lie somewhere in the Mists. This shop, serves both waffles, and chicken that is battered and fried. Some call this “fried chicken”. Coffee, or something resembling it, is served here too.

It is said that on a Friday night, under a new moon, you may stumble upon such a ramshackle storefront with the letters *B C & W* crudely scrawled on the store tablet. There, if you step through the door, you may encounter hungry denizens and travelers from many lands, sitting in one of several booths, eating waffles, planning their next moves, and so on. It is further rumored that if you step into the Last Waffle Shop, you might not exit the same place.

Behind the counter stands the Darklord Oleksii himself, watching the patrons, or staring blankly to nowhere at all. Whatever trauma his life has seen is reflected in that vacant, thousand-yard stare. At other times, Oleksii may be muttering to himself about bad customers.

But beware, if you enter, and especially if you order the special, you may not come back ... alive.

Noteworthy Features

- Oleksii is quite proud of the fact that his parking lot has two spaces.
- The bathroom is normally out of service, and Oleksii will not explain why, even going so far as to discourage party members from entering. However, if they persist, he will not stop them.
- The Last Waffle Shop is roughly divided in half by the front area where customers dine, and the back area containing, kitchen, pantry, etc.
- The barista is a mind-flayer compelled to serve Oleksii.

Oleksii, the Dread Proprietor and Darklord

For legal reasons, Oleksii, the Darklord and owner of the Last Waffle Shop cannot disclose how he came to be. That’s not to say there aren’t plenty of rumors however.

According to one tale Oleksii, is a native of Barovia village, Barovia domain, and worked as an embittered and overworked night manager in a far away land for years. With his earnings he returned to his native village in Barovia and setup shop there. In another tale, Oleksii claimed the title of the shop from its previous owner in a climactic cook-off. In yet another version, Oleksii wandered one day near Tser Pool when an eldritch being rose from the wateres and offered him a pact, thus granting him the title to the shop.

In any case, the seemingly endless horrors experience while growing up in the demiplane of Barovia have made Oleksii numb to traumatic events around him. He hides it behind his

frequent sarcasm, but at times he is seen with the classic “Barovian faraway stare”.

Oleksii’s Powers and Abilities

As the master of his tiny domain, Oleksii commands the powers of an owner and can expel anyone from his domain who refuses to pay, or misbehaves.

In combat, Oleksii has the stats of a **bandit** with the following changes:

- Replace the scimitar with a short sword. Oleksii uses this for chopping vegetables.
- Oleksii has a skill of Perception +2, and Passive Perception 12
- Oleksii also has the ability *Dark Fortitude*: Oleksii has advantage on saving throws against being charmed or frightened.

If threatened, Oleksii will attack the party as a last resort, otherwise, he will attempt to flee out the back of the restaurant if possible.

Death of Oleksii

If Oleksii is killed for any reason, the party will be immediately expelled from the restaurant. See *Adventure Hooks* for further details on where the party ends up if kicked out of the store. The restaurant itself will seemingly disappear into a mist, only to reappear on the demiplane of Barovia, in its original location in Barovia village 4d4 days later. From there, it will resume its wandering through the planes once again.

Oleksii will be seemingly revived, his various contracts, and torments from the Dark Powers not allowing him to die just yet.

If the players encounter him again, he will shrug it off and say, “next time, get in line.”

Roleplaying Oleksii

Oleksii is originally from the village of Barovia, the domain of Barovia. His persistent belief that getting rich will enable him to not only retire, but also escape the dread clutches of Strahd von Zarovich has led him to make a number of shady pacts and questionable life choices.

Personality Trait. “Only three years left to retirement... just a bit longer Oleksii.”

Ideal. “Money, and lots of it.”

Bond. “This shop and its source of income are all that matter to me.”

Flaw. “Ethics, shmethics. This shop is my ticket out of here.”

Oleksii’s Torment

The Dark Powers have seen fit to curse Oleksii after they once ate there and had a sour stomach for three days, to forever be *this* close to getting rich, and yet the longer he works, the more he spirals into debt and unexpected misfortunes.

Oleksii continues to scrape by, yet never quite earning enough for retirement. He fears working there until the day he dies, compounding his misery and the number of pacts he undertakes to claw his way out. If not inherently evil, Oleksii has become evil by necessity to escape the miserable fate he continues to dig himself in.

Finally, the Dark Powers have forbidden Oleksii to be further than fifteen feet away from his shop until he pays off some unknown debt he accumulated. Unable to leave, he can often be seen staring outside the shop front windows at

times, overlooking whatever domain he is in, dreaming of a better life.

Adventure Hooks

Players may encounter the Last Waffle Shop in any number of places in and outside of Barovia. Feel free to use these suggested adventure hooks where appropriate. Note that if a player leaves the Last Waffle Shop, unless otherwise stated, they will return to the plane that they entered from.

Barovia Village: The Last Waffle Shop is located just on the north side of town, northeast of the Blood of the Vine Tavern, and west of the Haunted House (see *Curse of Strahd* for details).

Sithicus: The Last Waffle Shop appears in the city of Hroth, but Kender have already taken their toll on the restaurant. Parts of the restaurant will have been destroyed by fire. Oleksii will grumble about drunken elf revolutionaries as well.

Darkon: The Last Waffle Shop can be found in Matira Bay, on the side closest to the Shroud. If the party enters, they will notice an unusually large contingent of Kargat troops patronizing the establishment. Oleksii will appear more sullen and quiet than usual.

Har'Akir: Inexplicably, the Last Waffle Shop will appear in the desert seemingly as a mirage. If the party enters, Oleksii will grumble about slow business lately, but also has a strange fixation with sand.

Kartakass: The Last Waffle Shop will appear in the suburbs of Harmonia. Oleksii profits off late night artists and patrons from the nearby Crystal Club who drop in.

Forgotten Realms: The Last Waffle Shop has been seen in the back alleys of Waterdeep, Baldur's Gate, and even Silverymoon. It will only appear on new moon nights, and usually in a shadier part of town. If the party enters, and then leaves, they will find themselves in a random Domain of Dread instead of their original plane.

Sigil, City of Doors: It has been claimed that the Last Waffle Shop can be access in Sigil through a random portal found in a back alley. The portal is one-way, and if the party enters, and later leaves the Shop, they will find themselves in a random Domain of Dread instead of their original plane.

Eberron: in Sharn, the City of Doors, Lower Tavick's Landing ward, one can find the Last Waffle Shop, but only during the waning days of the Last War, just days before Cyre's imminent destruction. If the party enters, they will find it full of soldiers on shore leave about to head back to the Front. Many come from East Breland, including a contingent of Warforged from the 523rd Platoon. If the party leaves, they will see that the Shop is gone.

Adventures in the Last Waffle Shop

Due to the size of the Last Waffle Shop, only a few possible adventures are available, and each takes about 30 minutes to 1 hour to complete. Players and DMs are welcome to do as few or as many as they wish. Each one explores an aspect of Oleksii's shady dealings, or poor business choices he has made along the way.

Due to the variety of adventures who may come to the Last Waffle Shop, the adventures have been divided into "tiers" based on the *Player's Handbook*, with tier 1 being suitable for character levels 1-4, tier 2 levels 5-10, and so on.

As with other aspects of the adventure, the DM is welcome to adjust or change the encounters to suit the needs of the players.

<i>d6</i>	<i>Adventure</i>	<i>Tier</i>
1	A Pact Gone Wrong: Oleksii needs the party's help to slay an aberrant creature in the back kitchen that has grown on his ceiling. The creature is an unintended side-effect of some shady pact that Oleksii made with Norz'g'dan the All-Seeing Eye.	2
2	Batter Up: Oleksii has created a new recipe for waffles, but the batter itself has other designs. He tasks the party with slaying it. Little does Oleksii know that Gary the Illithid Barista is the source of the problem.	1
3	Dine and Dash: One of the patrons is a deadbeat and has been known to dine and dash. Oleksii would like you to rough them up and get the 4sp and 3cp that he owes. Little does Oleksii know how strong the customer is.	1
4	Don't Order the Special: One of the party members, if they eat, falls extremely ill with an intestinal ailment. They may feel compelled to use the bathroom or suffer.	3, 4
5	Taking Out the Trash: Oleksii has a persistent problem in the back of the shop, and is willing to pay you to get rid of it. Unsurprisingly, the source of the problem is Oleksii's shady dealings themselves.	2
6	An HR Issue: A ghost , a former employee who died in a workplace accident, haunts the pantry. Oleksii will pay you to get rid of the ghost, but the party may discover that Oleksii isn't so innocent either.	1

Adventure Rewards

Oleksii is barely scraping by, and to make ends meet, he will not hesitate to short-change the party. Thus rewards in this module are meager compared to comparable adventures. As the DM, you are welcome to adjust the rewards, but players should walk away feeling that the rewards somehow did *not* justify the risks.

For every adventure completed, Oleksii will reward the party with a cumulative reward of:

- 10gp x no. adventures completed (10gp for first adventure, another 20gp for completing the second, and so on).
- A random item or reward from the Last Waffle Shop reward table below.

<i>d8</i>	<i>Reward</i>
1	A free choice of toppings on your next Waffle meal.
2	A free refill on coffee, only one.
3	A coupon for a free topping with the purchase of another topping of equal or lesser value.
4	Free silverware from the Last Waffle Shop (value: 2sp)
5	A free Last Waffle Shop mug (only 1 per party)
6	A free side of hashed browns
7	A bundle of turnips
8	One free sausage with the purchase of our next meal.

Settlements and Sites

The Last Waffle Shop is the size of a moderately-sized restaurant, about 60 feet by 65 feet, with a parking lot containing two spaces, each about 20

feet by 30 feet, or just enough for one small horse carriage each.

The Parking Lot

When players first arrive in front of the Last Waffle House, read the following:

The small, gravel-paved lot in front of the Last Waffle Shop is divided into two space, each one just large enough to contain a horse carriage.

The door to the Shop is slightly ajar, and you see light from within. Above the door hangs a small sign with crudely scrawled letters in yellow chalk: **B C & W**

There is a 25% chance of a corpse lying face-down in the parking lot. It is unclear why these occur, even to Oleksii, but he is piqued every time he has to clean up another body.

A search of the body will reveal 2d4+2 copper coins of local variety, and a random trinket from the *Player's Handbook*, or a Gothic Trinket from the *Curse of Strahd* adventure module (if available).

Main Store

The Last Waffle Shop's main area is a collection of tables and booths running along the south and west walls. To the north, is a long counter with more stools. Behind the counter, an illithid is delicately brewing coffee beverages, its back turned to you.

On the east wall, furthest away from the main entrance, there is a door with a sign reading:

**BATHROOM OUT OF ORDER,
DO NOT ENTER.**

Various patrons are eating waffles, or chomping on fried chicken. Cheerless murmuring fills the air. Your eyes follow a collection of plaques on the wall for past "employees of the month", each etched with a likeness of the recipient. Most past employees are Barovians, some appear to be elf-vampires all invariably named "Jander", and you even spy one vampire gnoll too.

As you scan the room, the proprietor, an exhausted looking man in his late 40s carrying a tray of food past you, says bluntly "What can I get you?"

For more detail on the customers currently occupying the Last Waffle Shop, see *Patron Encounter Table* section in Appendix A.

The **illithid**, named "Gary" in Common, is a willing employee of the Last Waffle Shop, but may have designs of his own.

Roleplaying “Gary”

Gender unknown, illithid barista, lawful evil

“Gary”, who’s true name is unpronounceable, was compelled by the God-Brain of Bluetspur to work for Oleksii. Gary’s designs in the Last Waffle Shop are unclear, but for the time being, he faithfully carries out his duties, advises Oleksii on business matters, and only eats patrons occasionally.

DM Note: If the players sit down, present them the *Menu* handout below in Appendix C. The party may eat in peace and pay their meal without any issue. However, as they leave, Oleksii might try to bring up some help he needs around the shop (see *Adventures in the Last Waffle Shop* above).

Alternatively, if the players talk with Oleksii, he may have a quest for them (see *Adventures in the Last Waffle Shop* above).

Optional Encounter 3: Dine and Dash

If the party undertakes the adventure “Dine and Dash”, Oleksii will whisper to the party:

“See that old man over there? He keeps bolting after finishing his plate and not paying. He owes 4 silver and 3 copper. Teach him a lesson.”

The hunched old man at the booth quietly chews his food, seemingly unaware that the party is watching him.

If the players decide to approach, the man will ignore them at first. If the party completes a **successful DC 12 Intimidation, Deception or Persuasion roll**, read the following:

The old man puts down his fork, and calmly wipes his face with a napkin. You notice a tattoo on his shoulder of a passage from some esoteric text, written in an unfamiliar script.

“I don’t want any trouble. You can back away now.”

DM Note: The script is from Shou Lung in the *Forgotten Realms*. Reads: *Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt*. [In real life this is a passage from *Sun-Tzu*]

If the players persist, the customer, a **martial arts adept**, will attack. The martial adept will *not* attempt to flee and will seemingly fight to the death.

After the adept dies, read the following:

The adept crumples to the floor, seemingly dead. In a puff of smoke, the form of the old man reveals itself as a simple wooden log. You turn toward the door, and see it just shutting.

Oleksii approaches, and seeing the log grumbles, “Next time, Hwan-sok, next time.”

Optionally, you may also read the following:

As you turn back toward the counter, you see “Gary” the illithid, with his tentacles wrapped around a customer’s head. The customer’s eyes have rolled back, and his mouth agape.

Gary drops the corpse with a thump and his slick tentacles wriggle nervously. “What?” it says to you telepathically.

The Bathroom

If the party dares to open the bathroom door, read the following text:

Just as you touch the door, you hear Oleksii say “I *really* wouldn’t do that if I were you...”

Oleksii will evade their questions. Abilities or spells that detect his thoughts will reveal a primal fear of whatever lies in the bathroom, but no further details. If the players persist in going into the bathroom, Oleksii will shrug and say nothing further.

DM Note: the bathroom encounter is intended to be *extremely difficult* for most adventuring parties, likely lethal. Use discretion if unsure about the party’s willingness to engage this encounter. If unsure, you can simply state that the door is locked and magically sealed for the protection of customers. On the other hand, if the party is very strong, you can add additional threats from the Abyss to aid the alkilith, or use the portal to the Abyss to spin off further adventures.

Upon entering, read the following:

A feeling of chilling static surrounds as you enter. The hairs on the back of your neck stand on end.

Sound from the restaurant is muffled by the soft, buzzing hum coming from inside the lone bathroom stall. The stall door is a simple wooden board affixed to two, rusty hinges that are almost broken.

The bathroom stall walls and door have an AC of 8, and 5 hp due to advanced rot, and are not immune to fire due to moisture and mildew. Inside the bathroom stall there dwells one **alkilith** with the following modifications due to its advanced development:

- The alkilith has 228 hit points.
- The alkilith has an additional ability *Legendary Resistance (2/Day)*. If the alkilith fails a saving throw, it can choose to succeed instead.
- The *Abyssal Rift* is fully developed and leads to the 414th plane of the Abyss – the Dismal Vault.
- If the door from the main store area is at any point closed behind the party, it will become magically sealed as if with an *arcane lock* spell by the alkilith, barring easy escape.

DM Note: Once the party has entered the bathroom, any creature that isn’t a demon must immediately **succeed on a DC 18 Wisdom saving throw**, or it hears a faint buzzing in its head for a moment and has disadvantage on its next saving throw, or ability check. If the saving throw against **fails by 5 or more**, the creature is instead subjected to the *confusion* spell for 1 minute (no concentration required by the alkilith). While under the effect of that confusion, the creature is immune to the alkilith’s *Foment Confusion* ability.

If the players open the bathroom stall, or look under the door, read the following:

Inside the stall, you see where an outhouse toilet should have been. In its place is a great, green fuzzy ring affixed to the back wall.

Lined within the ring of fungal mass, you see a gateway to another realm, where skeletal trees bleed, the ground is choked with crumbling gravestones, and all is night.

Without warning, warty clusters of red eyes awaken from fuzzy ring, and zero in on you, motioning the fungal mass to life.

The alkilith will immediately attack the party.

If the players kill the alkilith, read the following:

The foul creature shrieks and flails for too long before it finally shrivels and crumbles to dust. You are relieved to see it is dead, but the portal it created is still anchored to this shop. Baleful laughter can be heard from somewhere on the other side of the portal.

“Join us,” it says beckoningly.

The *arcane lock* spell will dissipate 1 minute after the death of the alkilith. The portal will remain and if the players step through, they will be transported to the 414th plane of the Abyss – the Dismal Vault. Any player who steps through the portal **cannot return** through the portal and is trapped in the Abyss unless they can escape through other means.

If the players successfully leave the bathroom, read the following:

Oleksii and the rest of the shop are speechless when you emerge from the bathroom intact.

“Have one on the house,” says Oleksii at last. The illithid barista, “Gary”, nods to you and says telepathically, “well done.”

The party’s meal will be free of charge. If the party informs Oleksii about the portal, he will shrug it off, assuming he can dump his refuse in the portal.

The Kitchen

The kitchen is a hive of activity, as waffle are cooking in a griddle, and battered chicken is frying in a vat of boiling oil. The tables are stacked with plates, pots, and ingredients.

Toward the right, you see a pale, sickly looking ogre in an apron mindlessly washing dishes. Upon closer inspection you realize that it is already dead.

An **ogre zombie** is washing dishes here, and will not attack the players unless attacked first. It will respond to one of the following names:

d4	Name
1	Washy McWashWash
2	2Wash2Furious
3	Barovian Drift
4	Wash Five

Among the pots and pans, players will find a frypan with a silvery sheen that once belonged to Oleksii’s *babusya* (grandmother).

Amongst the pots and pans, you spy a sturdy frypan with an almost silvery sheen, and with surprisingly few scratches. The pan is sturdy, yet light in your hands, you feel you could almost throw it.

On the underside, the words “from *babusya*” are crudely scrawled into the metal in Barovian script.

The frypan is a **dancing frypan** (see *Dungeon Masters Guide* under “Dancing Sword”), but is otherwise an improvised thrown weapon (see *Player’s Handbook*), with a normal range of 20 feet and a long range of 60 feet, and causes 1d4

bludgeoning damage. For damage purposes, the weapon is magical.

Optional Encounter 1: A Pact Gone Wrong

If the party undertakes the adventure “A Pact Gone Wrong” and first enter the kitchen, also read:

Toward the back wall, is affixed a giant, jaundiced eye that bulges from the ceiling. The eye *shlorps* and gazes in your direction. From the edges of the eye, smaller eyes awaken and address you, and tentacles stretch forth.

The party encounters a **mindwitness**. This mindwitness differs from the regular stats in the following ways:

- The mindwitness has a movement speed of 0. It is affixed to the ceiling.
- Instead of one bite and one tentacle attack, it will attack twice with tentacles.
- The mindwitness’s alignment is lawful-evil due to its patron’s influence.

If the player’s kill the mindwitness, Oleksii will shrug and say:

“Remind me never to make a pact with Norz’g’dan the All-Seeing Eye again, sheesh.”

Oleksii then redirects the players back to the main store for their rewards.

Optional Encounter 2: Batter Up

If the party undertakes the adventure “Batter Up”, and first enter the kitchen read the following:

Next to the waffle irons, you see a great wooden bowl and waffle batter inside. As you approach the bowl and gaze in, you see that the batter is expanding and contracting, almost as if it is breathing.

Suddenly, the batter lashes out at you.

The party will be immediately attacked by an **ochre jelly**, with a surprise round.

If the party kills the ochre jelly and report back to Oleksii, he will shrug and say:

“I suppose I owe you one. Also, don’t bother asking what’s in the batter. You don’t want to know.”

Oleksii’s Office

The office is where Oleksii conducts business, and keeps his most treasured items. It is also the only place in the Last Waffle Shop where Oleksii can get some peace and quiet, and a bit of rest between shifts.

The office is tiny, cramped and the air a bit stifling, but it also provides some quiet from the rest of the din outside. A small, woven tapestry hangs on the wall behind the desk adorned with geometric patterns in the shape of summer plants in red, blue and black on a white background.

There is a single, flimsy wooden chair behind the desk.

A **successful DC 13 Investigation check** will reveal the following:

You notice one floorboard with a suspicious notch in one corner. When you lift the floor board, you find a small wooden box with a lid. The lock is already broken and rusty.

Inside the box, you find a pile of coins: Oleksii's savings. Underneath the coins, you see piles of papers, mostly infernal contracts, and faded business receipts.

Lastly, you see letter from Oleksii's *babusya* (grandmother). Her writing is terse, but she wishes him good luck, follow the Morninglord, and tells him to use the fry pan in case of an emergency.

The box contains **14 gp, 87 ep, 175 sp, and 87 cp**. Most of the coins bear Barovian inscriptions, with the visage of Strahd von Zarovich on the front, facing to the left. If the party attempts to destroy the contracts, they will be seemingly indestructible.

The Pantry

The pantry room is where Oleksii keeps tools, equipment, and dry goods.

The pantry here runs north-south, and is dim and cool, but also well-maintained. On the right, shelves of dried goods, and preserved meats line the shelves in the back and to the right. On your left, you see sacks of flour, including some labelled "imitation flour, just add flour!" as well as baskets of onions, turnips, squash and other winter crops.

Optional Encounter 5: An HR Issue

If the party undertakes the adventure "An HR Issue", read the following:

In the far left corner, you hear a quiet, mournful moaning. It is hard to make out a shape at first, but what you first mistook for a shadow is a dark humanoid form.

In the back corner, is a **ghost**, a former employee of Oleksii's named Viktor. Viktor is responsible for the tidy state of the pantry.

Roleplaying Viktor

He/him, human ghost, chaotic neutral

Viktor was an intern at the Last Waffle House, and Oleksii charged him with reorganizing the pantry. Oleksii locked him inside until the task was completed, then promptly forgot he left Viktor in there.

The party can attack the ghost, or can attempt to placate it. Viktor will only be placated if Oleksii dies, but since Oleksii cannot truly die (see *Roleplaying Oleksii*), Viktor is forever trapped in the pantry.

If the party kills the ghost, and inform Oleksii he will shrug and say:

"He's not getting paid overtime."

Back of the Shop

The back of the shop is part of the pocket dimension that the Last Waffle is in when traveling the planes, or just part of the backyard if in the village of Barovia. Oleksii cannot travel more than 15 feet from the shop, and uses it to dump refuse, broken dishware, and so on. It is also where most of his shady "backdoor dealings" literally take place.

The back of the shop is the most dismal, dingy part of the building. Where the storefront is fixed up and painted, the back exterior of the shop is rotten, bug infested and bleached of color.

A massive, foul refuse pile stands 10 feet away. You see food refuse, broken cups, dishes, and even a hand sticking out.

Optional Encounter 5: Taking Out The Trash

If the party undertakes the adventure “Taking Out The Trash”, also read the following:

To the left of the trash heap are three Barovian maidens in traditional garb all sitting on chairs facing you. They smile warmly, and one of them says, “Hello there, you wouldn’t by chance know where Oleksii is, would you? We’ve been waiting for him.”

The three maidens, are a **coven of three night hags** who made a deal with Oleksii for a new recipe. However, to avoid them stealing his soul in his sleep, Oleksii has been consuming large quantities of coffee and working double shifts.

If the party does not attack the coven outright, they will attempt to make a counter-offer: bring Oleksii out here.

If the party agrees to this, the night hags will reward the players with 200gp (illusory, it is a pile of rocks), and a magic sword. The sword is a **sword of vengeance** (see Dungeon Master’s Guide). To bring Oleksii out, the players must:

- Knock Oleksii out, or paralyze him.
- Subdue or kill “Gary” the illithid who will defend him (due to prior compulsion)

If the players successfully bring out Oleksii, the hags will reward the party. Next, read the following:

Oleksii comes to and rubs the back of his head. “Oh, you three.”

The maidens [or hags if true form is revealed] smile sweetly and say, “we missed you.”

Oleksii turns to you and says, “Thanks a lot, now get out of my shop.”

Inexplicably, the shop is gone and you are standing in an empty lot.

See *Adventure Hooks* for further details on where the party ends up if kicked out of the store.

If the players kill the hags, and inform Oleksii, read the following:

Oleksii breathes a sigh of relief. “Maybe now I can get some sleep.”

He heads for the office and slams the door behind him.

Appendix A: Patron Encounter Table

DM's are welcome to make up whatever customers they wish in the main store area, and adjust as needed.

Typically, the shop should have 1d6+2 customers apart from the party. Because of the Barovian origins of the Last Waffle Shop, you can simply populate with Barovian people (including Wereravens, Werewolves, and so on). However, if the shop is discovered while in another plane, you can mix it up with more appropriate denizens, or simply make the customers as weird and eclectic as you want.

Feel free to utilize the tables below.

<i>d100</i>	<i>NPC race</i>
1-10	Elf, or Half-Elf
11-30	Human (10% chance lycanthrope)
31-40	Dwarf
41-45	Halfling
46-50	Gnome
51-55	Tiefling (Infernal or Abyssal, 50-50)
56-57	Giff
58-60	Shifter (Eberron)
61	Warforged (Eberron, they pretend to eat in order to be polite)
62-67	Goblin
68-74	Orc, or Half-Orc
75	Changeling
75-78	Tabaxi
79-85	Hobgoblin
85-88	Minotaur
88-90	Kenku
90-93	Fairy or similar fey creatures
93-96	Triton (they are learning surface-world customs)
96-100	Harengon

Also, you can roll for disposition (up to 2 rolls per NPC):

<i>d10</i>	<i>Disposition</i>
1	Quiet
2	Chatty
3	Shady
4	Good-natured
5	Hungry
6	Uneasy
7	Ill-tempered
8	Far-away stare (esp. Barovian)
9	Honest
10	Miserly

Finally, why would they be at the Last Waffle Shop:

<i>d8</i>	<i>Purpose</i>
1	Hungry
2	Escaping some horror
3	Meeting friends
4	Shady dealings (or spy stuff)
5	Fellow adventurers
6	Wanderlust
7	Religious quest
8	Trapped in the Mists

Appendix B: Bestiary

The following creature stat blocks are derived from either the *Monster Manual*, or *Mordenkainen Presents: Monsters of the Multiverse*, but are modified per adventure guidelines.

Alkalith

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 228 (16d8 + 96)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	22 (+6)	6 (-2)	11 (+1)	7 (-2)

Saving Throws Dex +8, Con +10

Skills Stealth +8

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 13 (10,000 XP)

Proficiency Bonus +4

Abyssal Rift. If the alkalith surrounds a door, window, or similar opening continuously for 6d6 days, the opening becomes a permanent portal to a random layer of the Abyss.

Amorphous. The alkalith can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. If the alkalith is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the alkalith move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the alkalith isn't ordinary slime or fungus.

Foment Confusion. Any creature that isn't a demon that starts its turn within 30 feet of the alkalith must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Confusion fails by 5 or more, the creature is instead subjected to the *confusion* spell for 1 minute (no concentration required by the alkalith). While under the effect of that *confusion*, the creature is immune to Foment Confusion.

Legendary Resistance (2/Day). If the alkalith fails a saving throw, it can choose to succeed instead.

Magic Resistance. The alkalith has advantage on saving throws against spells and other magical effects.

Spider Climb. The alkalith can climb difficult surfaces, such as upside down on ceilings, without making an ability check.

Unusual Nature. The alkalith doesn't require air, food, drink, or sleep.

Actions

Multiattack. The alkalith makes three Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) acid damage.

“Gary”, the High Master Illithid / Barista

Medium Aberration, Lawful Evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120 ft., Passive Perception 16

Languages Deep Speech, Telepathy 120 ft., Undercommon

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Magic Resistance. “Gary” has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). “Gary”’s innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by “Gary”. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, “Gary” kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). “Gary” magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mindwitness

Large Aberration, Typically Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft. (stationary)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	15 (+2)	15 (+2)	10 (+0)

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 600 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

Actions

Multiattack. The mindwitness makes two Tentacles attacks, or it uses Eye Ray three times.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13), and it must succeed on a DC 13 Intelligence saving throw or be restrained until this grapple ends.

Eye Ray. The mindwitness shoots one magical eye ray at random (roll a d6, and reroll if the ray has already been used this turn), choosing one target it can see within 120 feet of it:

1. **Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Fear Ray.** The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Psychic Ray.** The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.
4. **Slowing Ray.** The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Stunning Ray.** The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Telekinetic Ray.** If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Night Hag (Coven Variant)

Medium Fiend, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, magic missile

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 15, and the spell attack bonus is +7.

Actions

Claws. (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Ochre Jelly

Large Ooze, Unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances Acid

Damage Immunities Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses **Blindsight** 60 ft. (blind beyond this radius), Passive Perception 8

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Oleksii, Darklord of Last Waffle Shop

Medium Humanoid, Lawful Evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	12 (+1)	10 (0)	10 (0)

Skills Perception +2, Deception +2

Senses Passive Perception 12

Languages Common, Barovian

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Dark Fortitude: Oleksii has advantage on saving throws against being charmed or frightened.

Actions

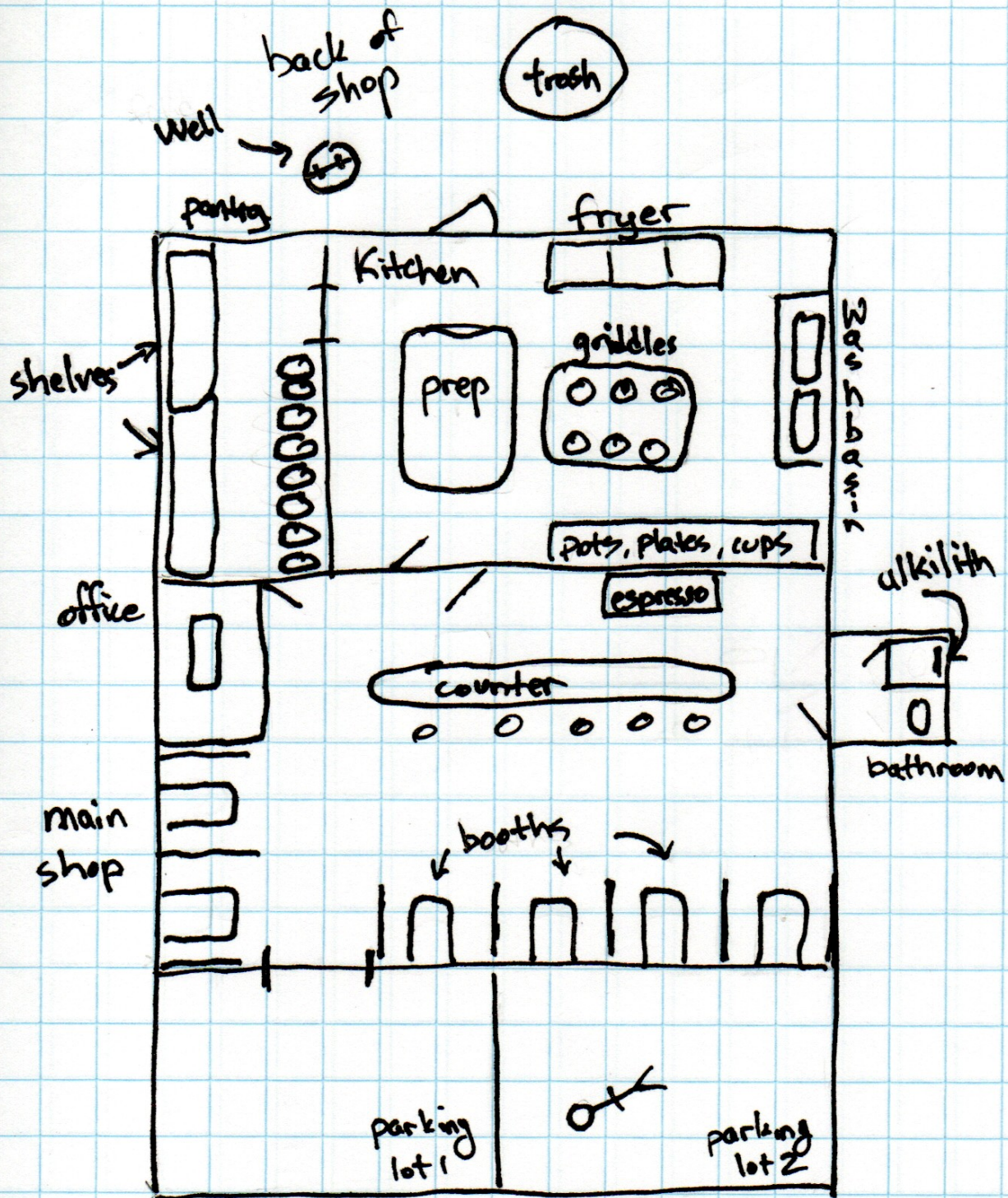
Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Appendix C: Map

What follows is a crudely drawn map by a former employee of the Last Waffle Shop, who may or may not bear a grudge against the previous owner. Whatever nefarious scheme the employee had in mind in sharing this map was all for naught after they were eating by a werewolf.

The map is now found in local Barovian archives for general use...



The Last Waffle Shop Menu

“Made With Good Ol’ Fashioned Barovian Cooking!”

<i>Coffee, no refills</i>	1cp
<i>Waffle plate: 2 waffles, side of hashed browns, 1 topping</i>	5cp
<i>Deluxe waffle plate: 3 waffles, side of hashed browns, sausage links, 2 toppings</i>	8cp
<i>Fried chicken, 3pc</i>	5cp
<i>Deluxe fried chicken, 5pc</i>	8cp
<i>“Misery Meal”: 1 waffle, 1pc fried chicken, turnip, Blinsky cursed toy (curse incl.)</i>	4cp
<i>Egg scrambler</i>	3cp
<i>The “Uncle Oleskii”: 2 waffles, 3pc fried chicken, hashed browns, coffee</i>	1sp, 2cp
<i>Side of hashed browns</i>	1cp
<i>Waffle, no topping</i>	1cp
<i>Sausage link</i>	2cp
<i>Gruel</i>	2cp
<i>Turnip and beet salad</i>	3cp
<i>Vacant, faraway “Barovian” stare</i>	free

"Ba-da-da-da-daa, I'm loathing it."

Disclaimer: The following safety guidelines should be observed before consuming anything at the Last Waffle Shop. Our food products are made with naturally derived ingredients, which in rare cases may cause sensitivity in certain individuals. If sensitivity or nausea occurs, discontinue use immediately. If you are uncertain about possible reaction, always test a sample before consumption or consult your healthcare professional. Products and advice by the Last Waffle Shop make no claim to cure or prevent any disease or medical problem and is not intended to substitute other therapy or medical advice. In the case of pregnancy please consult with your health care professional. All products are for internal consumption only.